

production display from a beginning to an end of the scenario during a period from a start to an end of the variation display.

2. (Amended) The game machine according to claim 1, wherein the end of the scenario indicates whether to shift to the special game state.

3. (Amended) The game machine according to claim 1, wherein the means for determining i controls the means for displaying so that the scenario progresses according to timing in stopping of the variation display.

4. (Amended) The game machine according to claim 1, wherein said means for determining controls the means for displaying so that the scenario progresses irrespective of timing of stopping of the variation display.

5. (Amended) The game machine according to claim 3, wherein the means for determining changes the production display to show an evolution of the scenario when a state of the game indicates a shift to the special game state if the variation display stops an additional, second special symbol at a second specific arrangement.

6. (Amended) The game machine according to claim 5, wherein the evolution of the scenario is indicated by changes in a background of the production display.

7. (Amended) The game machine according to claim 1, wherein progress of the scenario shown with the production display changes with a production design.

8. (Amended) The game machine according to claim 1, wherein the production display suggests moving on to the special game state with one of a production design and an appended design appended to a production design.

9. (Amended) The game machine according to claim 1, wherein the means for displaying includes a display zone for the production display larger than a display zone for the variation display of the special symbol.

10. (Amended) A game machine comprising:
means for displaying designs related to a game; and
means for controlling a display on the means for displaying, wherein the means for controlling produces a production display of a process from a beginning to an end of a scenario, and controls the means for displaying to display an indication, with a specific arrangement, that the game has moved to a special game state at the end of the scenario.

11. (Amended) A game machine readable recording medium recording a game program, wherein the game program controls a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a variation display stops at a specific state, and controls display of a production from a beginning to an end of a scenario during a period from starting to stopping of the variation display.

12. (Amended) A game machine comprising:
means for displaying game-related designs including a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state; and
means for controlling a display on the means for displaying, wherein the means for controlling controls the means for displaying to produce a suggestion display of relationship between the production design and the probability of shifting to the special game state.

13. (Amended) The game machine according to claim 12, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

14. (Amended) The game machine according to claim 12, wherein the suggestion display shows a design identical to the production design or related to the production design.

15. (Amended) The game machine according to claim 12, wherein the suggestion display includes an animated image.

16. (Amended) The game machine according to claim 12, wherein the suggestion display is shown when the game is not being played and, if being played, when the variation display of the special symbol is not shown.

17. (Amended) A game machine readable recording medium recording a game program, wherein the game program controls a game machine to permit a player to play a game while displaying game-related designs including a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and controls production of a suggestion display of relationship between the production design and the probability.

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A game machine includes a display for displaying in respective zones a special symbol indicating shifting to a special game state, if a varying display stops at a specific state, and game-related designs, including a production design indicating the probability of shifting to the special game state. The game machine includes a control determining the result of stopping of the varying display and controlling the display according to the determination. The control controls the display to produce a production display scenario from beginning to end of the varying display in the zones. Furthermore, the display